

HYRULE WARRIORS LEGENDS

Character Book





Linkle's Tale

A Fateful Adventure



There once was a girl who lived in a small village. She led a simple life, tending to her flock of cuccos. Her name was Linkle.

For as long as she could remember, Linkle had believed in her heart that she was the legendary hero reborn.

One day she heard a rumor that monsters had laid siege to Hyrule Castle. Donning her green tunic, she took the old compass her grandmother gave her and the crossbows she was especially skilled with, and set out from her village.

For if she truly was the hero reborn, her destiny was to preserve peace in Hyrule.

However, her journey did not go smoothly.

Soon after her departure, Linkle entered a forest where she encountered a curiously masked imp who stole her precious compass! Linkle chased down the imp and tried to retrieve it.

As if in response to her plight, the compass began emitting a mystical light.

The compass's light was quite a mystery to Linkle—she didn't know what secret power it might hold.

Whatever the case, she knew it must be a sign that she truly was the legendary hero. If she could harness this power, perhaps she would fully realize her destiny and save Hyrule. Her compass recovered, her faith renewed, Linkle continued her quest.



She thought she was heading straight for Hyrule Castle, but the castle never quite came into view...

And whenever Linkle met those in need along the way, she stopped to help them, further delaying her destiny.

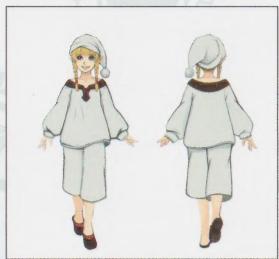
Would she be able to safely reach the castle and save Hyrule from danger?



Linkle

A girl who lives in a small village and takes care of cuccos. Ever since she was a little child, she loved playing hero and believes she's the reincarnation of the legendary hero. Carrying the compass from her grandmother around her neck, she sets off on her adventure to save Hyrule Kingdom.

◆ Linkle's pajamas



◆ Design plans



Crossbows

The pair of crossbows that she uses to protect the cuccos.



Simple Crossbows

* Design plans for the compass



Linkle Concept Art









The Tale of the Wind Waker

A New Disturbance



Peace returned to Hyrule, and Lana was using her sorcery to search for clues to find the vanished Cia.

Then one day, a figure appeared, stealing away the Triforce of Power. And to make matters worse, a dimensional rift opened, exposing a strange new world.



Impa asked Link™ to investigate this unusual occurrence. Once the preparations for his adventure were complete, Link set off.

Link entered the strange world. It was a vast, mysterious dimension with an unfamiliar landscape. There he met a girl who was battling monsters.

The girl's name was Tetra. She was the leader of a gang of pirates, but she had become separated from her crew during the recent dimensional event.

Though strangers, Link and Tetra could agree on one thing: the monsters

Tetra was battling had to be defeated. So they joined forces to take on the enemy.



After claiming victory, Link looked into the sky to see a monstrous bird flying off into the distance.

He saw that the giant bird was carrying something in its talons. It was Tetra! Link had to do something or she would be lost forever. He dashed off to save her without a moment's hesitation.



Link reunited with Lana in the desert where Tetra had been taken, and together they rescued her.

Thus Link, Lana, and Tetra joined forces. And though they each had their own story, they combined their abilities and fought to save Hyrule from the disturbance.





Toon Link

A hero who sailed across the Great Sea to save the legendary world of The Legend of Zelda™: The Wind Waker™. In his journey to take back his kidnapped younger sister, he discovered the existence of an evil ruler and fought against him. With the help of pirates and a mystical red boat, he took control of the wind to sail through the sea. He can be a bit careless at times.



Light Sword

The sword and shield he uses when he goes on an adventure.



Hero's Sword

* Link's younger sister, Aryll

The Legend of Zelda: The Wind Waker game starts with Aryll, Link's younger sister, being kidnapped by the Helmaroc King. With the help of Tetra, the captain of the pirates, Link's first objective is to save Aryll from evil.



Tetra

In the world of The Legend of Zelda: The Wind Waker, Tetra is the leader of the pirates who help the hero. She's the captain of a pirate ship with six crew members. She's one with an unyielding spirit and a bad mouth at times, but she has a strong sense of obligation and is very kind. She carries an accessory from her mother which has been handed down from generation to generation.

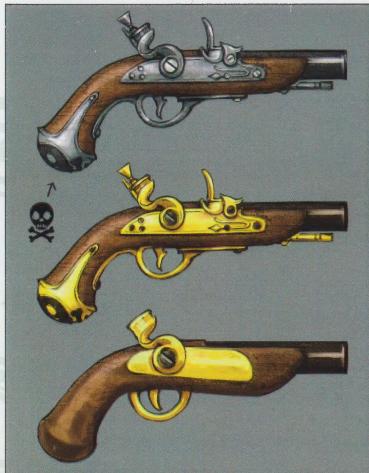


Cutlass

She wields a fine cutlass (short sword) and a pistol. She uses the cutlass to take down enemies in a wide range and knocks out strong opponents in the distance with her pistol.



* Pistol design plan



Pirate cutlass

King Daphnes

A king of an ancient land in the world of The Legend of Zelda: The Wind Waker, he was unable to protect the kingdom from the evil enemy and therefore left his own destiny in the hands of the gods. After that, he imbued his spirit upon a boat and supported the hero by sailing along with him and aiding him on his quest.

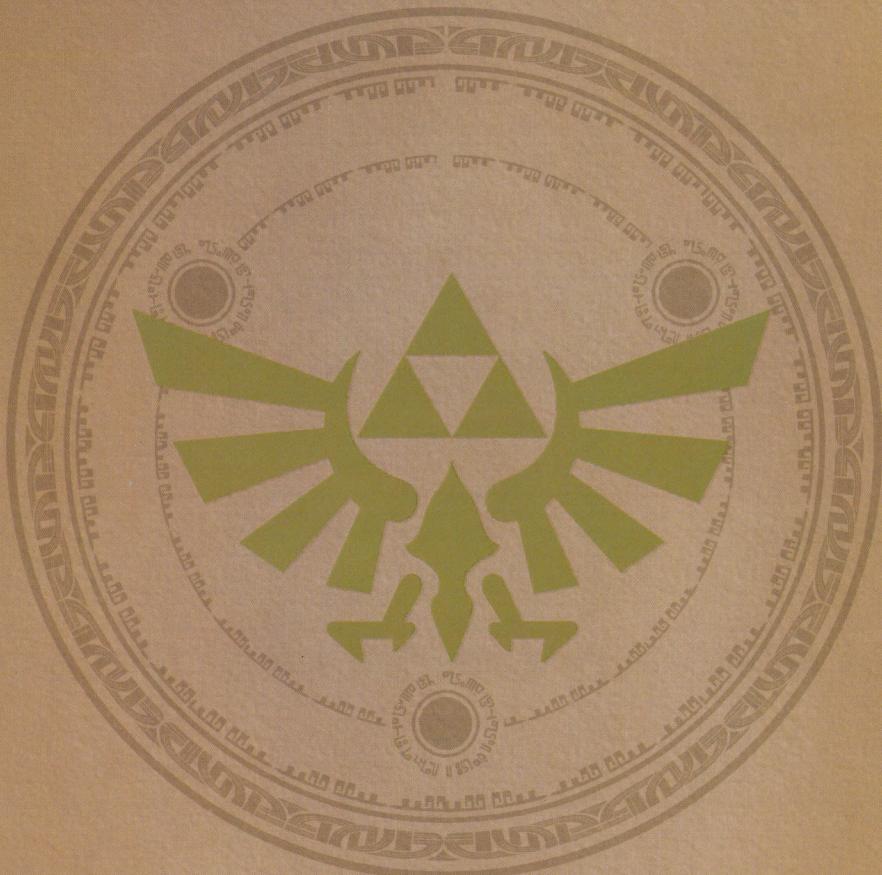


Sail

The King of Red Lions, the boat in which the spirit of the king dwells, has a sail with the power of the wind.



Windfall Sail



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Nintendo



Fantasy Violence
Suggestive Themes